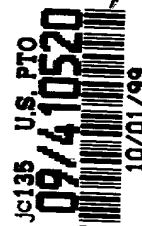


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By: Benjamin M. Trella



Attorney's Docket No. XER 2 0279
D/99093

UTILITY PATENT APPLICATION TRANSMITTAL LETTER
(Only for nonprovisional applications under 37 CFR 1.53(b))

Assistant Commissioner
for Patents
Washington, D.C. 20231

Transmitted herewith for filing in the patent application of:

STEVEN J. HARRINGTON

Entitled: **METHOD AND APPARATUS FOR IDENTIFYING A POSITION OF A PREDETERMINED OBJECT IN FREE SPACE USING A VIDEO IMAGE**

Enclosed are:

- [XX] 7 sheets of specification, 3 sheets of claims, 1 sheet of Abstract.
- [XX] 1 sheets of INFORMAL drawings, Figures 1 - 6.
- [XX] an assignment of an invention to XEROX CORPORATION (and transmittal therefor).
- [XX] a Declaration and Power of Attorney for Patent Application.

CLAIMS AS FILED				
FOR	NO. FILED	NO. EXTRA	RATE	FEE
TOTAL CLAIMS	16 - 20 =	-0-	[XX] \$18 LARGE [] \$09 SMALL	\$ -0-
INDEPENDENT CLAIMS	3 - 3 =	-0-	[XX] \$78 LARGE [] \$39 SMALL	\$ -0-
BASIC FEE	[XX] LARGE ENTITY	\$760	[] SMALL ENTITY	\$380
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Date

Patrick R. Roche
Attorney of Record
Patrick R. Roche
Reg. No. 29,580
FAY, SHARPE, FAGAN,
MINNICH & MCKEE, LLP
1100 Superior Avenue
Seventh Floor
Cleveland, Ohio 44114-2518
(216) 861-5582

**METHOD AND APPARATUS FOR IDENTIFYING A POSITION OF A
PREDETERMINED OBJECT IN FREE SPACE USING A VIDEO IMAGE**

Background of the Invention

5 This invention relates generally to a method and apparatus for viewing
and interacting with real world items such as a pointing wand, wherein the pointing
orientation of the wand can be detected by a computer system from a video camera
image of the object. More particularly, the object includes an alignment indicator
10 representative of a pointing direction and at least three equidistantly spaced co-linear
points whose inter-spacing distance is known. Observation of the object by the video
camera, in combination with known camera geometric dimensions provides a basis
for converting the projected two-dimensional image of the object into a three-
dimensional coordinate definition of the object in a free space. The invention is
15 particularly applicable to a processing system where a three-dimensional object such
as a pointing wand is intended to be used as an interface for communicating data or
instructions from a user to the system. However, it will be appreciated to those of
ordinary skill in the art that the invention could be readily adapted for use in other
environments as, for example, where three-dimensional imaging or display methods
20 are advantageously employed for communication or other informational purposes.

 The ubiquitous use of PC workstations and the fact that such
workstations will increasingly include a video camera for data input and
communication presents an opportunity for expanding the nature and forms of data
input to the system and interface tools for implementation of such communication.

25 For many years now it has been possible to present three-dimensional
views of computer generated images. This is done by presenting a different view to
each eye of the viewer. One method of doing this is to alternate the two views in time
on a CRT display while the viewer wears special LCD shutter glasses that
synchronously hide one image or the other from the viewer's left and right eyes.
30 Other methods such as head-mounted displays that present different views to each eye
are also available. With the help of this display technology the user can see a three-
dimensional virtual construction suspended before his or her eyes. However, one
would also like to interact with such constructions, to point to locations on it or to add
to it. For such interaction, a three-dimensional locating device would be most useful.

Such a device can seemingly provide the computer with an indicated position in the three-dimensional space between the viewer and the system display.

A particular problem with interfacing with such a locating device is position and orientation identification of the device in three dimensions. A single
5 camera will only have a two-dimensional view plane. A plurality of cameras can provide the necessary three-dimensional data input but relative camera position tuning, as well as the cost of providing more than a single camera, presents an incentive towards developing a single camera system.

The present invention contemplates an interaction tool for the three-
10 dimensional representations of position and pointing orientation based on the captured image from a single video camera of a kind currently readily available in many present PC workstations.

Brief Summary of the Invention

15 In accordance with the present invention, a method and apparatus is provided for identifying a location of an interface tool such as a wand for indicating a position and pointing direction of the wand in a three-dimensional free space where a virtual image appears to the user in the free space. The wand comprises an interface tool for interacting with the image. The position and pointing direction of the wand
20 are determined from a representative image of the wand in a video camera system. The wand is comprised of an alignment indicator and at least three equidistantly spaced co-linear points which are projected on to a view plane of the video camera. The relative positions of the co-linear points are detected within the view plane as is the alignment of the points from the alignment indicator. Corresponding coordinate
25 positions of the real object in free space are calculated based upon the detected relative positions and known camera geometric dimensions. In particular, the distance between a view point and a view plane is used for computing the object distance between the view plane and the object location in the free space.

In accordance with another aspect of the present invention, the
30 detecting comprises detecting pixel location of the points on a frame memory representing the image.

In accordance with a more limited aspect of the present invention, the points comprise beads of a predetermined hue readily distinguishable from an anticipated background setting in the particular free space.

An important benefit obtained from the present invention is identification of the relative position of a three-dimensional object in a computer system based upon a two-dimensional captured image of the object.

5 A further benefit is the identification of a relative position of an interface tool for communicating user instructions or data to an associated computer system.

Other benefits and advantages of the subject system and method will become apparent to those skilled in the art upon a reading and understanding of the specification.

10

Brief Description of the Drawings

The invention may take physical form in certain parts and steps and arrangements of parts and steps, the preferred and alternative embodiments of which will be described in detail in the specification and illustrated in accompanying
15 drawings which form a part hereof and wherein:

FIGURE 1 comprises a simplified block diagram of the basic structural elements of the invention;

FIGURE 2 is a plan view of a wand including indicia beads whose position and orientation are to be detected by the system of Figure 1;

20 FIGURE 3 is a block diagram of the operational modules for implementing the invention;

FIGURE 4 is a simplified schematic diagram representing a sampling scheme for identifying wand position and relative positions of indicia beads thereon within a frame memory representing the video image of the wand;

25 FIGURE 5 is a simplified schematic diagram of an analytical method for identifying a center of an indicia bead of the wand; and,

FIGURE 6 is a geometric diagram to assist the explanation of the geometric computations for converting detected positions of the wand in the video image to corresponding coordinates in the free space, based upon known system
30 geometries.

Detailed Description of the Invention

Referring now to the drawings wherein the showings are for purposes of illustrating the preferred and alternative embodiments of the invention only and not for purposes of limiting same, the invention comprises a special wand **W** (Fig. 2) and

software modules (Fig. 3) that work with a video camera **10**, video capture hardware **12** and a computer **14** (Fig. 1) for identifying the position of the wand in a three-dimensional free space. The wand is a rod with three beads on it, two **16**, **18** at the ends and one **20** in the center. The beads are given a distinctive color or hue (e.g., florescent green) that can be easily distinguished by the system from the typical background in the free space. The beads need be large enough to be easily seen in the captured video image but not so large as to be awkward to manipulate. It is possible to distinguish one end of the wand from the other by some means such as giving each half of the connecting rod a different color or insignia which can serve as an alignment indicator for the pointing direction of the wand **W**.

The video capture hardware **12** produces a sequence of captured video images that can be analyzed by software running on the computer. A block diagram of the software modules for the analysis software is shown in FIGURE 3.

The first stage in the software processing is to locate **24** the beads on the view plane within the image. This can be done by examining the pixel values of the image on the frame memory to determine whether or not they match the color of the beads. Instead of trying to match the full color of the bead one can just look for a match in hue. This overcomes the problem of shadings due to lighting variations. The hue can be defined as the ratio of the chrominance components when the color is expressed in a luminance/chrominance color space (e.g. YES, $L^*a^*b^*$ or $L^*u^*v^*$). One need not examine every pixel if the beads are large enough and near enough to the camera that they cover a multiple pixel area. The image can then be sampled at a rate sufficiently for at lease one sample in each bead-sized area, and preferably at about twice this rate to guarantee that the bead will be found. The actual sample rate depends upon the properties of the system. FIGURE 4 illustrates the sampling of the image where each "+" **40** represents a sampling point from the frame memory **42** so that the beads can be found.

Once the beads have been found, the next step is to determine **26** the locations of their centers. This can be done by finding the center-of-mass of all pixels in the region that have the desired hue. One could, for example examine each pixel in a square with side length twice the largest expected imaged bead diameter, centered on the bead location, and find the average position for all pixels in the square satisfying the hue test. FIGURE 5 illustrates this method. Alternatively, one could start with the bead location and examine neighboring pixels in a "flood-fill" fashion to

locate those with the desired hue. For example, one could step left and right from the starting point collecting pixels until values that do not match the bead hue are reached. From the center of this run of bead pixels one can move up a scan line and repeat the process. One can continue moving up until a scan is encountered without a
5 bead-colored pixel. Likewise one could move down to pixels below until bead colored pixels can no longer be found. Collecting pixels means summing their x and y positions respectively so that an average position can be calculated.

Having found the centers of the bead pixels, one can apply a test to determine if the center-points are in fact co-linear to within some tolerance as
10 expected. If the points are not co-linear then one might assume that the detection has failed and that objects other than the wand have been misinterpreted. In this event no further attempt at locating the wand should be attempted.

The next step in the process is determining 28 which end of the wand is the pointing end. If the rod halves are color coded, this can be done by examining
15 the hue of the pixels along the line between bead centers. One can, for example, count the pixels that match the front-end hue and the back-end hue along the line between end bead and center bead. The dominant color determines whether this is a front end or back end. The distinctive cross-sectional linings in FIGURE 2 are intended to represent possible different colors.

20 The last stage is to convert 30 from the projected image coordinates to the read world position. The conversion comprises an "unprojection" of the projected image on the frame memory through geometric calculations based upon the determined relative spacings of the beads thereon and known system geometries.

We assume the following model for the projection: the captured image
25 will appear the same as if drawn on a two-dimensional view plane located a view distance d from a view point. The location of a point in the view plane that corresponds to a point on the object is the intersection of the view plane with the line from the object point to the view point (see Fig. 6).

With this model the object point height y is related to the projected
30 point height y_p as

$$y = y_p (z+d) / d$$

or

$$y = B(z+d) \text{ where } B = y_p / d$$

Similarly, the horizontal position of the object x is related to its projected position x_p by

$$x = A(z+d) \text{ where } A = x_p / d$$

Now suppose we have three points on the object equally spaced along a straight line. Labeling these points 1, 2 and 3, and assuming they correspond to the beads **16, 18, 20** with the distance between points 1 and 3 called D , the Euclidean distance equation gives

$$D^2 = (x_1 - x_3)^2 + (y_1 - y_3)^2 + (z_1 - z_3)^2$$

Since point 2 is halfway between point 1 and 3 we know that

$$x_2 = (x_1 + x_3) / 2 \quad y_2 = (y_1 + y_3) / 2 \quad z_2 = (z_1 + z_3) / 2$$

and since the points are on a straight line we also know that

$$x_1 - x_2 = x_2 - x_3 \quad \text{and} \quad y_1 - y_2 = y_2 - y_3$$

giving

$$A_1 (z_1 + d) - A_2 ((z_1 + z_3) / 2 + d) = A_2 ((z_1 + z_3) / 2 + d) - A_3 (z_3 + d)$$

and

$$B_1 (z_1 + d) - B_2 ((z_1 + z_3) / 2 + d) = B_2 ((z_1 + z_3) / 2 + d) - B_3 (z_3 + d)$$

solving these equations for $(z_1 + d)$ gives

$$(z_1 + d) = g(z_3 + d)$$

where

$$g = (A_3 - A_2) / (A_2 - A_1) = (B_3 - B_2) / (B_2 - B_1)$$

Using this to remove $z_1 + d$ from the distance equation allows us to solve for $z_3 + d$

$$z_3 + d = D / (A_3 - gA_1)^2 + (B_3 - gB_1)^2 + (1 - g)^2)^{1/2}$$

We therefore have the tools to solve for the z positions of the object points, and from them the x and y coordinates.

Note that we have described a method where the three-dimensional world coordinates are calculated in the same units as the two-dimensional captured image coordinates. It is likely that one will be given image coordinates such as pixels and prefer world coordinates such as inches. One therefore needs to apply a simple scaling factor that can be determined empirically for the particular system, along with properties such as the view-distance d .

The three-dimensional position of the end beads along with the knowledge of which bead is the front end is sufficient to provide the location or pointing promised by this invention.

5 To guard against erroneous results that could occur if the pixels are misidentified as belonging to the beads along the wand, one can check for reasonableness of the resulting position values. The values can be compared to maximum and minimum expected coordinates and points that lie outside the selected range can be ignored or tagged as erroneous.

10 The invention has been described with reference to preferred and alternative embodiments. Obviously, modifications and alterations will occur to others upon the reading and understanding of this specification. It is my intention to include all such modifications and alterations in so far as they come within the scope of the appended or the equivalents thereof.

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Having thus described my invention, I now claim:

1. A method for identifying orientation in free space of a
5 preselected object, from a projected image of the object in a view plane of a video
camera, comprising steps of:
detecting the object from the image by recognizing relative positions of
points on the object's image within the view plane;
calculating corresponding coordinate positions of the points at an
10 object position in free space based upon the relative positions and known camera
geometric dimensions; and,
converting the coordinate positions into the location of the object.
2. The method of claim 1 wherein the points on the object's image
15 are three preselected co-linear points.
3. The method of claim 1 wherein the object comprises an
alignment indicator.
- 20 4. The method as defined in claim 1 wherein the converting
comprises identifying a location and pointing direction of the object in the free space.
5. The method as defined in claim 1 wherein the preselected
object comprises a wand for communicating a pointing direction in an augmented-
25 reality display system, the detecting comprising detecting pixel location on the view
plane of beads on the wand corresponding to the points.
6. The method as defined in claim 5 wherein the beads comprise a
predetermined color and the detecting includes detecting the pixel locations
30 representing a property of the color.
7. The method as defined in claim 6 wherein the color property is
at least hue.

8. The method as defined in claim 5 wherein the detecting includes finding a center pixel location of each of the beads.

5 9. The method as defined in claim 1 wherein the known camera geometric dimensions comprise a given distance between a view point and a view plane of the camera, and the calculating comprises converting the relative positions of the points based on the given distance and the known spacing of the points, to an object distance in the free space between the predetermined object and the view plane.

10 10. A method for determining a location of a wand in a preselected free space from a video image of the wand, wherein the wand comprises three equidistantly-spaced, co-linear beads, comprising steps of:

capturing the video image of the wand on a view plane of a video camera system wherein the image is represented by a frame memory including
15 relative positions of the beads;

determining centers of the beads on the view plane and relative spacings between the centers; and,

calculating coordinate positions of the beads in the free space based upon the relative spacings and known camera system geometries of generating the
20 video image.

11. The method as claimed in claim 10 wherein the wand includes an alignment indicator and the calculating includes determining a pointing direction of the wand from the alignment indicator and the coordinate positions of the beads.

25

12. The method as claimed in claim 11 wherein the beads comprise a distinctive indicia from a background setting of the video image and the determining includes recognizing the distinctive indicia.

30 13. The method as claimed in claim 10 wherein the calculating comprises unprojecting the video image and verifying that the coordinate positions are reasonable representations of the wand in the free space.

14. A system for identifying a position and pointing direction of a preselected object in a three dimensional free space from an image thereof captured in a video camera wherein the object includes a plurality of equidistantly-spaced, co-linear indicia, and the camera includes a known system geometry, the system

5 comprising:

a frame memory comprising a pixel representation of the image; and.

a processor for detecting relative positions of the indicia in a view plane from the pixel representation, and for computing corresponding coordinate positions of the indicia of the object in the free space from the relative positions and
10 the known system geometry.

15. The system as defined in claim 14 wherein the object further includes an alignment indicator for indicating a pointing direction of the object.

16. The system as defined in claim 14 wherein the processor further includes means for verifying that the coordinate positions are consistent with a plausible free space position of the object.

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**METHOD AND APPARATUS FOR IDENTIFYING A POSITION OF A
PREDETERMINED OBJECT IN FREE SPACE USING A VIDEO IMAGE**

ABSTRACT

5 A method and apparatus is disclosed for identifying a position of an
object in free space using a video image wherein the object is comprised of at least
three equidistantly spaced, co-linear beads. The video image is captured on a view
plane of a video camera system and represented on a frame memory thereof. Relative
positions of the beads on the frame memory are determined and corresponding
10 coordinate positions of the beads in the free space are calculated based upon the
determined relative spacings and known camera system geometries. The object may
also include an alignment indicator so that the pointing direction of the object can be
determined.

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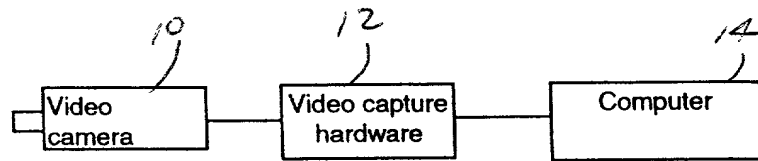


FIG 1

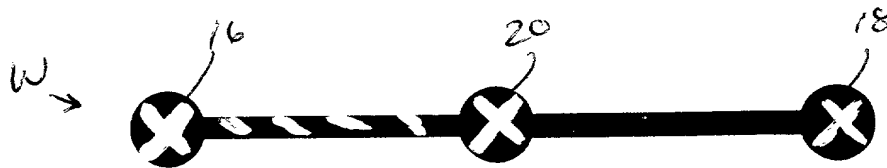


FIG 2

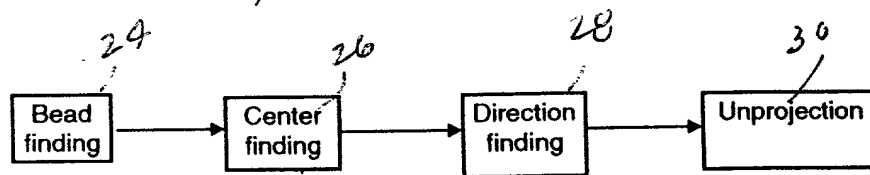


FIG 3

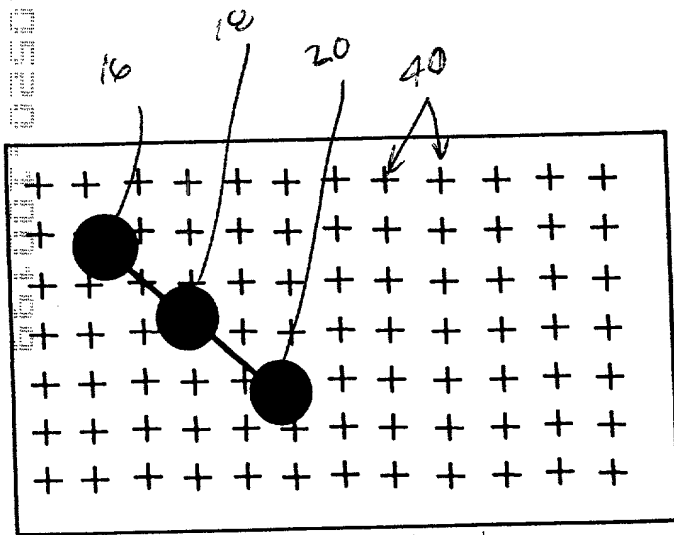


FIG 4

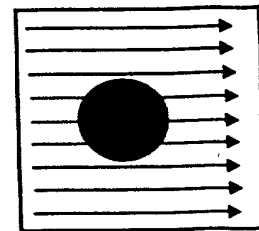


FIG 5

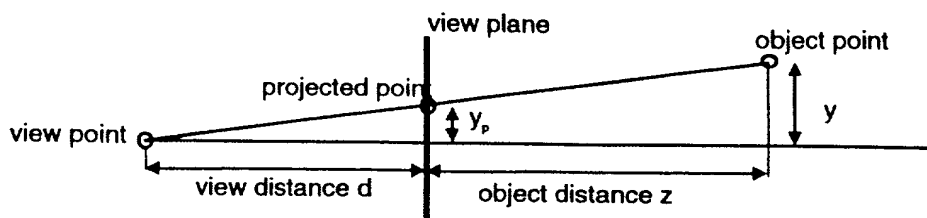


FIG 6

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As a below inventor, I hereby declare that:

My residence, post office address and citizenship are as stated below next to my name,

I believe I am the original, first and sole inventor (if only one name is listed below) or an original, first and joint inventor (if plural names are listed below) of the subject matter which is claimed and for which a patent is sought on the invention entitled:

METHOD AND APPARATUS FOR IDENTIFYING A POSITION OF A PREDETERMINED OBJECT IN FREE SPACE USING A VIDEO IMAGE

the specification of which

 x is attached hereto OR was filed on
Application Serial No.
and was amended on (if applicable)

I hereby state that I have reviewed and understand the contents of the above identified specification, including the claims, as amended by any amendment referred to above.

I acknowledge the duty to disclose information which is material to the patentability of this application in accordance with Title 37, code of Federal Regulations, Section 1.56.

I hereby claim foreign priority benefits under Title 35, United States Code, Section 119 or 365(b) of any foreign or U.S. Provisional application(s) for patent or inventor's certificate, or 365(a) of any PCT international application which designated at least one country other than the United States of America, listed below and have also identified below any foreign or Provisional application(s) for patent or inventor's certificate or of any PCT international application having a filing date before that of the application on which priority is claimed:

Prior Foreign Application

(Number)

(Country)

(Day/Month/Year Filed)

I hereby claim the benefit under Title 35, United States, Section 120 of any United States application(s) or any PCT international application designating the United States of America, listed below and, insofar as the subject matter of each of the claims of this application is not disclosed in the prior United States application or PCT International application in the manner provided by the first paragraph of Title 35, United States Code, Section 112, I acknowledge the duty to disclose material information which is material to patentability as defined in Title 37, of Federal Regulations Code, Section 1.56(a) which became available between the filing date of the prior application and the national or PCT international filing date of this application:

(Application Serial No.)

(Filing Date)

(Status)
(patented, pending, abandoned)

(Application Serial No.)

(Filing Date)

(Status)
(patented, pending, abandoned)

Attorney's Docket No. XER 2 0279
D/99093
Page 2 of 2

POWER OF ATTORNEY: As a named inventor, I hereby appoint the following attorney(s) and/or agent(s) to prosecute this application and transact all business in the Patent and Trademark Office connected therewith.

Steven M. Auvil,	Reg. No. 40,492	Mark E. Bandy,	Reg. No. 35,788	Brian G. Bembenick	Reg. No. 41,463
John P. Cornely,	Reg. No. 41,687	Joseph D. Dreher,	Reg. No. 37,123	Christopher B. Fagan,	Reg. No. 22,987
Jude A. Fry,	Reg. No. 38,340	Steven M. Haas,	Reg. No. 37,841	W. Scott Harders,	Reg. No. 42,629
Michael E. Hudzinski,	Reg. No. 34,185	Richard M. Klein,	Reg. No. 33,000	Thomas E. Kocovsky, Jr.,	Reg. No. 28,383
Sandra M. Koenig,	Reg. No. 33,722	Brian E. Kondas,	Reg. No. 40,685	Scott A. McCollister,	Reg. No. 33,961
James W. McKee,	Reg. No. 26,482	Richard J. Minnich,	Reg. No. 24,175	Jay F. Moldovanyi,	Reg. No. 29,678
Philip J. Moy,	Reg. No. 31,280	Timothy E. Nauman,	Reg. No. 32,283	Patrick R. Roche,	Reg. No. 29,580
Albert P. Sharpe, III,	Reg. No. 19,879	R. Scott Speroff,	Reg. No. 37,450	Mark S. Svat,	Reg. No. 34,261
John E. Beck	Reg. No. 22,833	Richard B. Domingo	Reg. No. 36,784	Henry Fleischer	Reg. No. 25,582
Mark Costello	Reg. No. 31,342	Eugene O. Palazzo	Reg. No. 20,881	Jon A. Small	Reg. No. 32,631
Case Atty	Reg. No. ATTYREG				

SEND CORRESPONDENCE TO:
Albert P. Sharpe, III, Esq.
Pay, Sharpe, Fagan,
Minnich & McKee
1100 Superior Avenue, 7th Floor
Cleveland, OH 44114-2518

DIRECT TELEPHONE CALLS TO:
(name and telephone number)

Albert P. Sharpe, III
(216) 861-5582

I hereby declare that all statements made herein of my own knowledge are true and that all statements made on information and belief are believed to be true; and further that these statements were made with the knowledge that willful false statements and the like so made are punishable by fine or imprisonment, or both under Section 1001 of Title 18 of the United States code and that such willful false statements may jeopardize the validity of the application or any patent issuing thereon.

Full name of sole or first joint inventor: **STEVEN J. HARRINGTON**

Inventor's Signature: *St. J. Harrington*
Residence: Webster, New York 14580
Country of Citizenship: U.S.A

Date: 10/1/99
Post Office Address: 251 Burnett Road
Webster, NY 14580